SNS-AZKE-USA

ZERO

The KAMIKAZE Squirrel

™

INSTRUCTION MANUAL

SUNSOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THANK YOU

...for purchasing the Sunsoft Zero the Kamikaze Squirrel™ video game. Please read this instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

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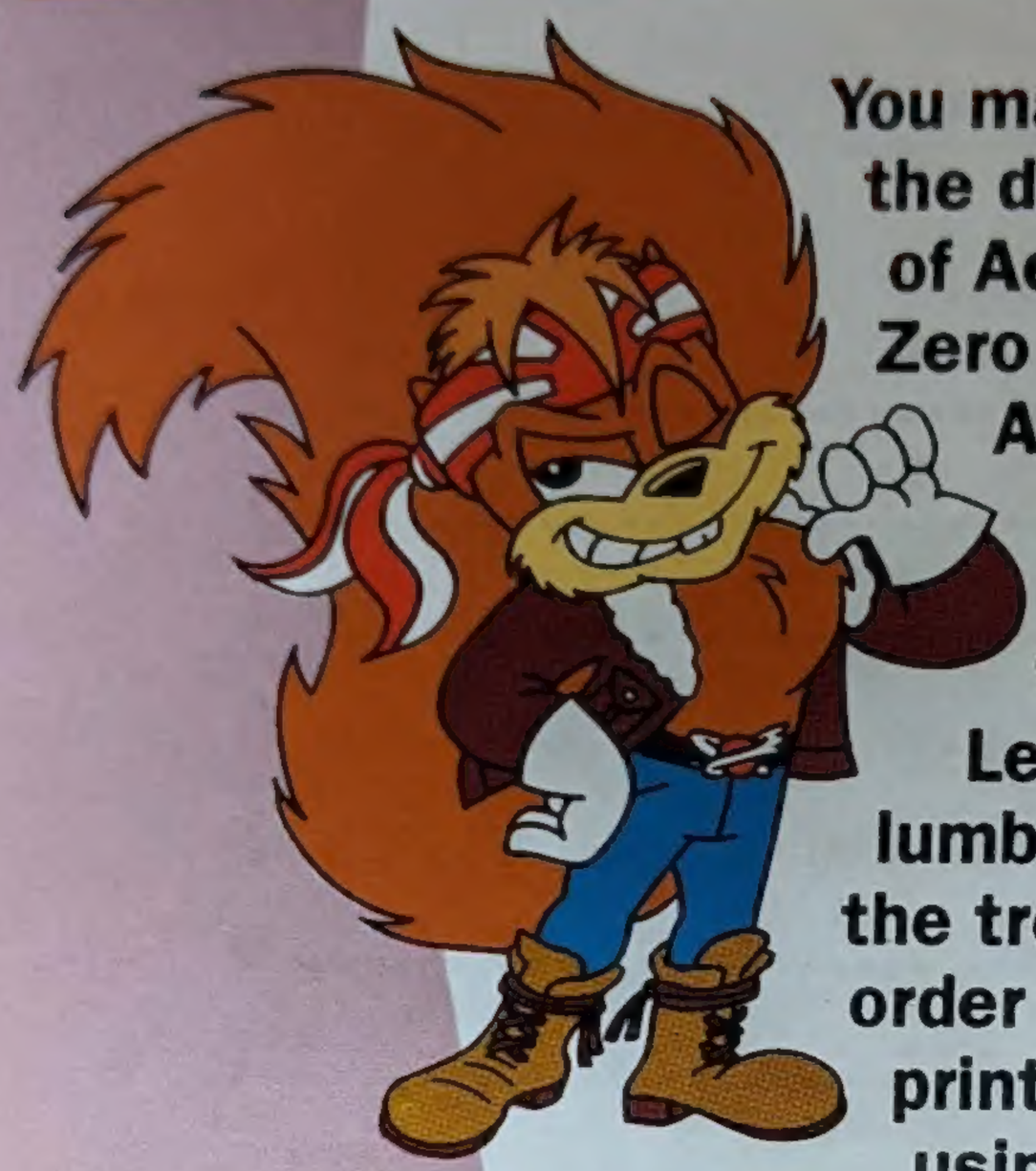
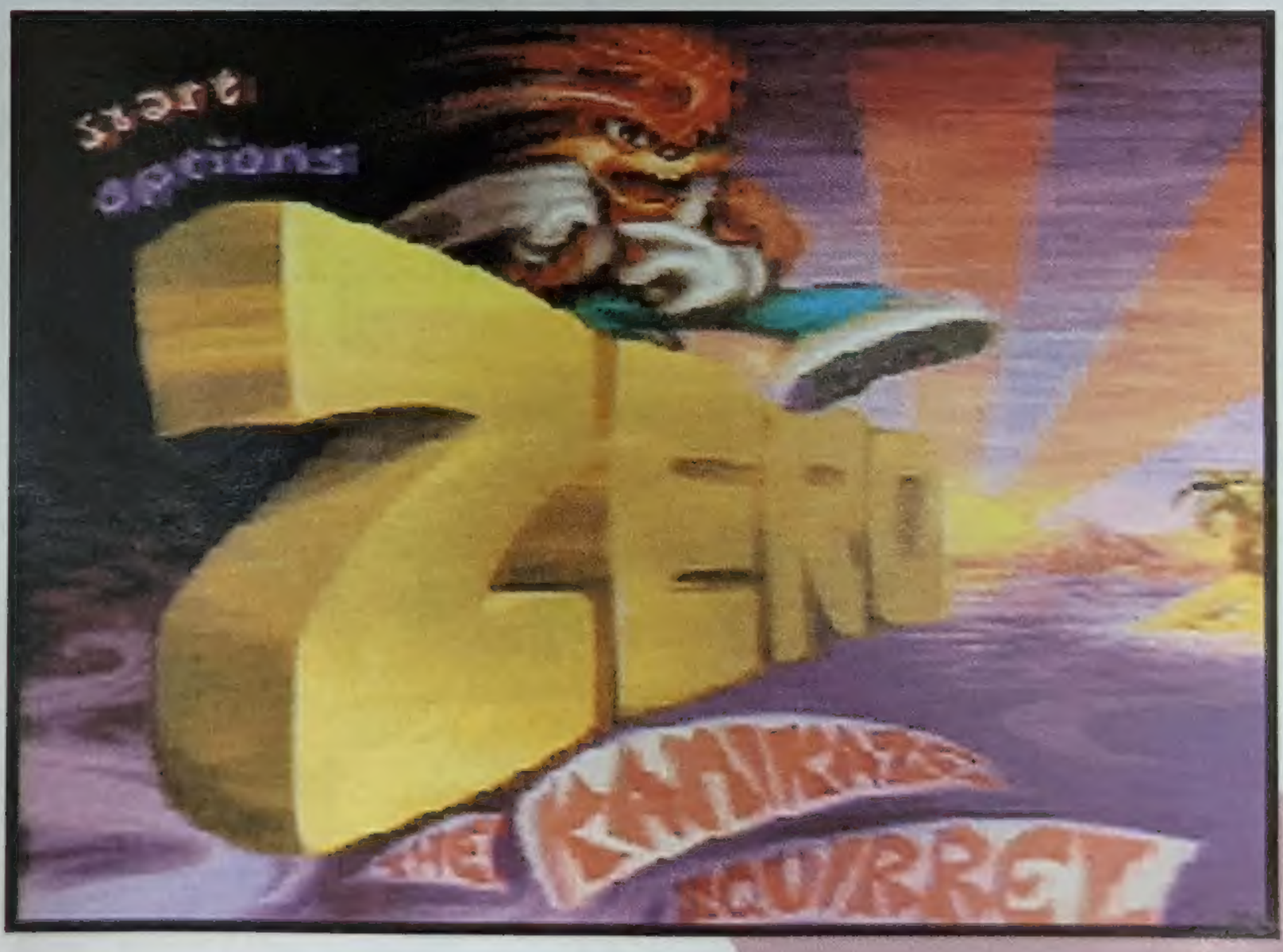
game story



You may remember him as the dive-bombing nemesis of Aero the Acro-Bat. Now Zero has left the World of Amusement Circus to save his forest home-land, threatened by the ax of Jacques LeSheets. The dire lumberjack is destroying the trees of the forest in order to make paper to print counterfeit money using stolen printing plates. Zero must traverse the sandy beach, scale the perilous cliffs, maneuver a jetski down the furious white water rapids, encounter the evil lumberjack forces, including the sinister wolverine Quicksliver, and race through the deadly toxic waste pool. Only then can Zero face off with the menacing LeSheets in the final confrontation at the secluded paper mill and factory. With his martial arts abilities to help him, Zero is a squirrel with a mission who doesn't take no for an answer.

getting started

1. Make sure that the power switch is OFF. Insert the Zero the Kamikaze Squirrel Game Pak, then turn the system ON. At the title screen press the START Button or go into the Options screen.
2. In the Options screen you can change the controller configuration and test music and sound effects.

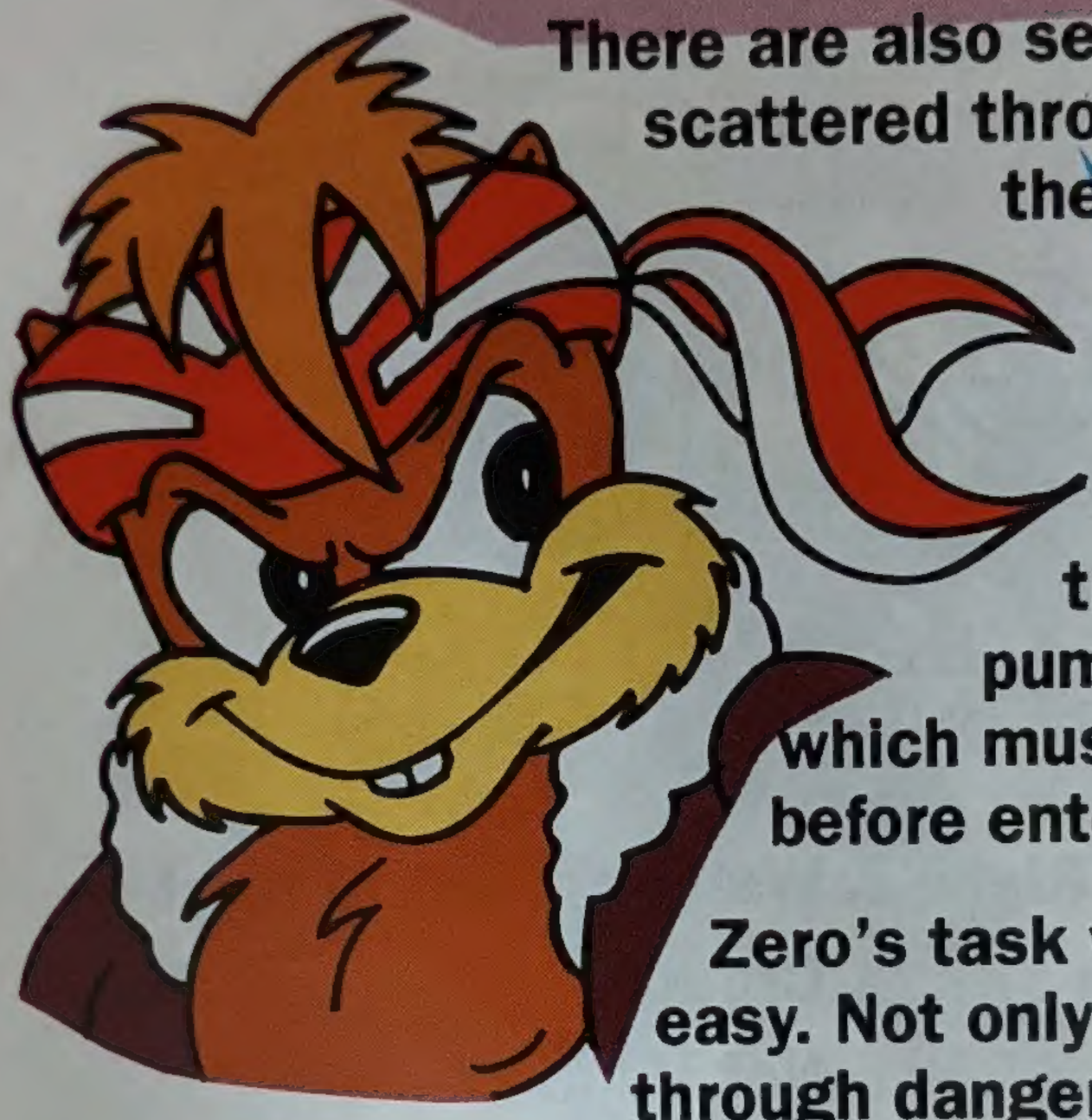


the objective

Zero must navigate through several hazardous areas of his homeland to reach the paper factory and stop LeSheets from printing counterfeit money on paper made from the forest trees.

Each game begins with 3 lives and will have unlimited continues. While fighting enemies, Zero should pick up icons to refill his star inventory, refill his energy and gain points. Stop gates act as checkpoints. If Zero loses a life, game play will start up again at the last checkpoint Zero activated.

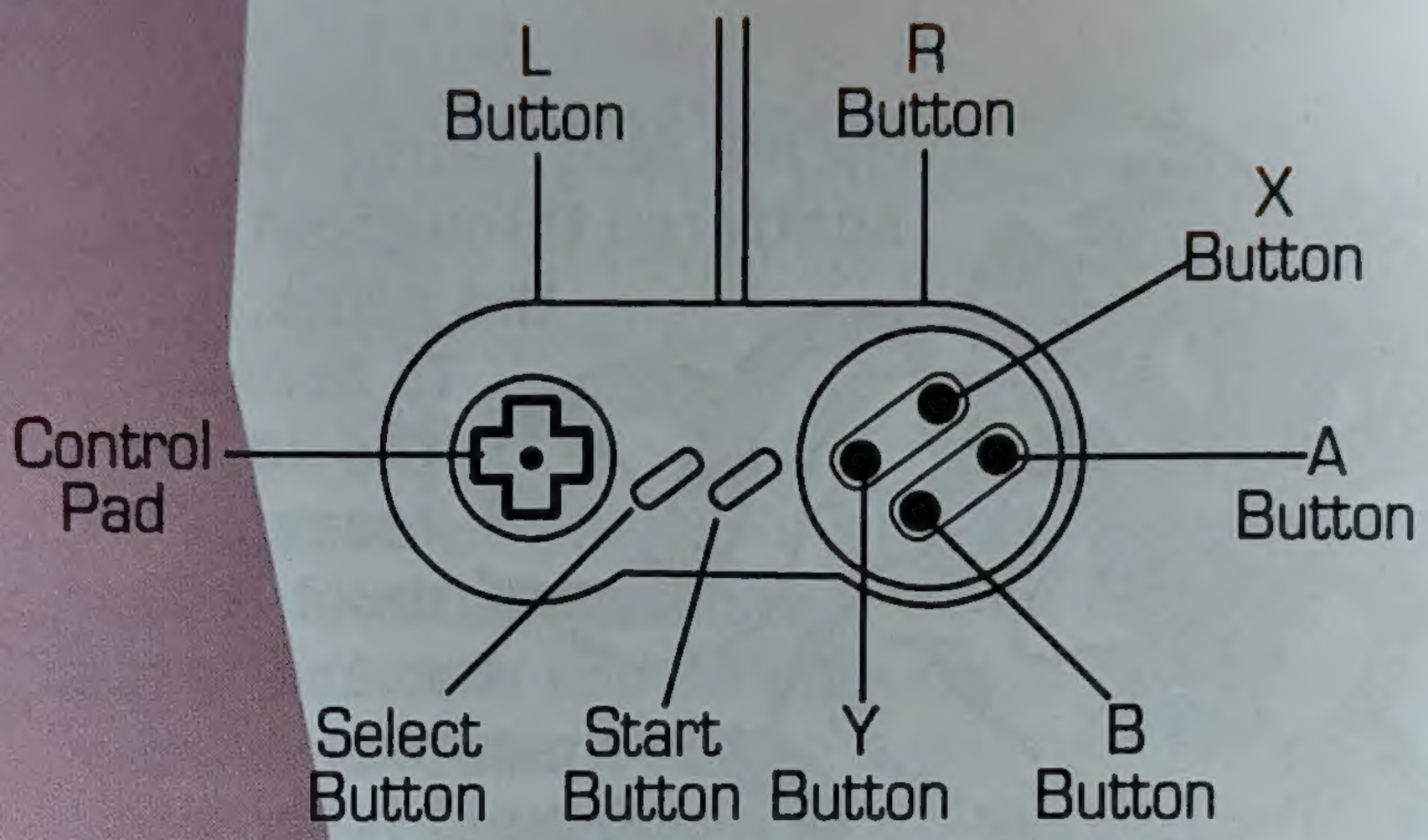
Most levels have a specific device that acts as a springboard to launch Zero upward. These will come in the shape of trees and pods. By jumping on the device, Zero will soar straight up.



There are also secret rooms scattered throughout the game. To access the secret rooms, Zero must enter transporters or pump-up doors which must be inflated before entering.

Zero's task will not be easy. Not only will he run through dangerous places but he must maneuver a jetski and speed-boat through rapids and toxic waste. He will also need to use a jetpack in the factory. To make things worse, enemy bosses are located throughout the game attempting to keep Zero from finding the paper factory. If Zero makes it that far, he must stop the vile, unconscionable Jacques LeSheets.

controls



Control Pad Left/Right ....Walk, run left or right

Control Pad Down .....Crouch

Control Pad Up.....Not Used

X Button .....Not Used

Y Button .....Throw stars in the direction Zero is facing

A Button..... Dive when in the air, change direction of dive; look when on ground

B Button .....Jump, Tap B to jump higher; B then B to spin

Top Left/Top Right.....Flic-flac to the left or right

Start Button .....Begin/pause game

WHILE ON SPEEDBOAT AND JETSKI

Control Pad Left .....Slow down

Control Pad Right .....Speed up

Control Pad Up/Down..Move vehicle up screen or down

B Button .....Jump; Punch enemies

WHILE USING JETPACK

Control Pad .....8-way movement

Y Button.....Shoot

attack & defense techniques

While in the air, there are several things Zero can do to defend himself and fight off enemies. These are spinning, swooping, diving and flic-flac.

SPINNING — Press the B Button to jump, then press B again to tuck into a spin. While spinning, Zero can collide into enemies and knock them off the screen.

SWOOPING — Press the B Button to jump, then press the Control Pad down and B to swoop. Zero can attack enemies from above using this technique.

DIVING — Press the B Button to jump, then press the A Button for a powerful dive straight down into enemies. To change the direction of the dive, press the Control Pad Left, Right, or Up and push the A Button.

FLIC-FLAC — Press the Top Left or Right to perform a flic-flac. Depending on which button is pressed, Zero will flic-flac to the left or right. Zero will spring into the air, tucking his legs in, then kick out of the tuck, kicking any enemies in the way.

NUNCHAKU — One weapon Zero has is his nunchaku. This weapon can be used on enemies that are close to Zero. Press the Control Pad Down and the B Button to use the nunchaku. There is unlimited use of the nunchaku. Nunchaku are more powerful and can defeat enemies with one strike.

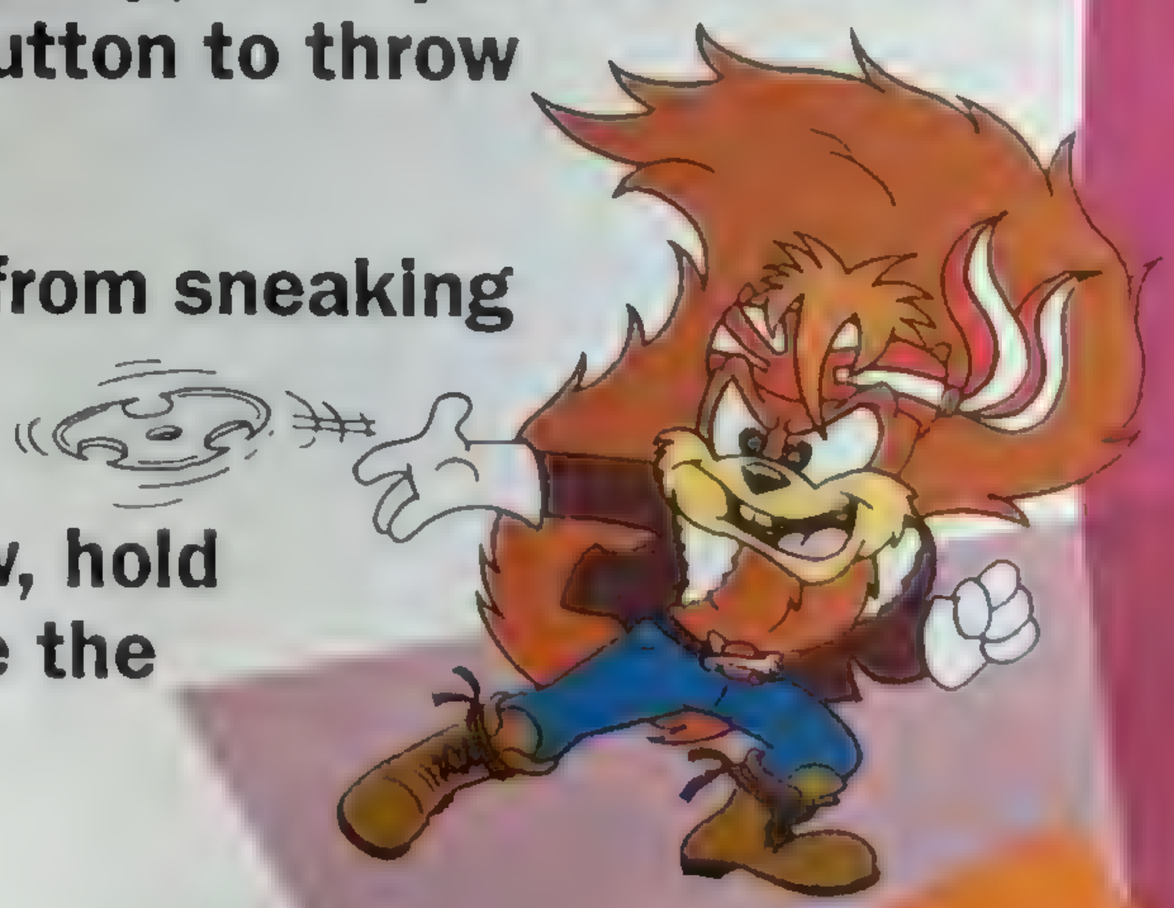
Zero also has an arsenal of stars available for attacks. He must constantly refill his inventory in order to throw the stars at his enemies. Zero can throw stars while running, but he will stop once he throws the star. If Zero is running and hits an enemy with a star, he receives double hit points. There are several ways to throw stars.

Press the Y Button to throw stars in the direction Zero is facing.

Press the Control Pad Up and the Y Button to throw stars above Zero.

Press the B Button to jump, then press the Control Pad Down and the Y Button to throw stars below.

To help keep enemies from sneaking up on Zero, there is a Look Function. To see what is just out of view, hold the A Button and move the Control Pad.



game play screen

1) Number of Stars

2) Score

3) Number of lives

4) Energy

super dive tests

Diving is one of Zero's important moves. In order to perfect this technique there are areas to practice. These are called Super Dive Tests and you'll know you've reached one when you see the sign. Because the dive is trickier than it looks, here are some guides to help you maneuver through Super Dive Test #1. Follow the instructions when you get to each point of the diagram.

1) Walk or jump off the ledge. (Hint: The farther you dive, the longer flight time you have.)

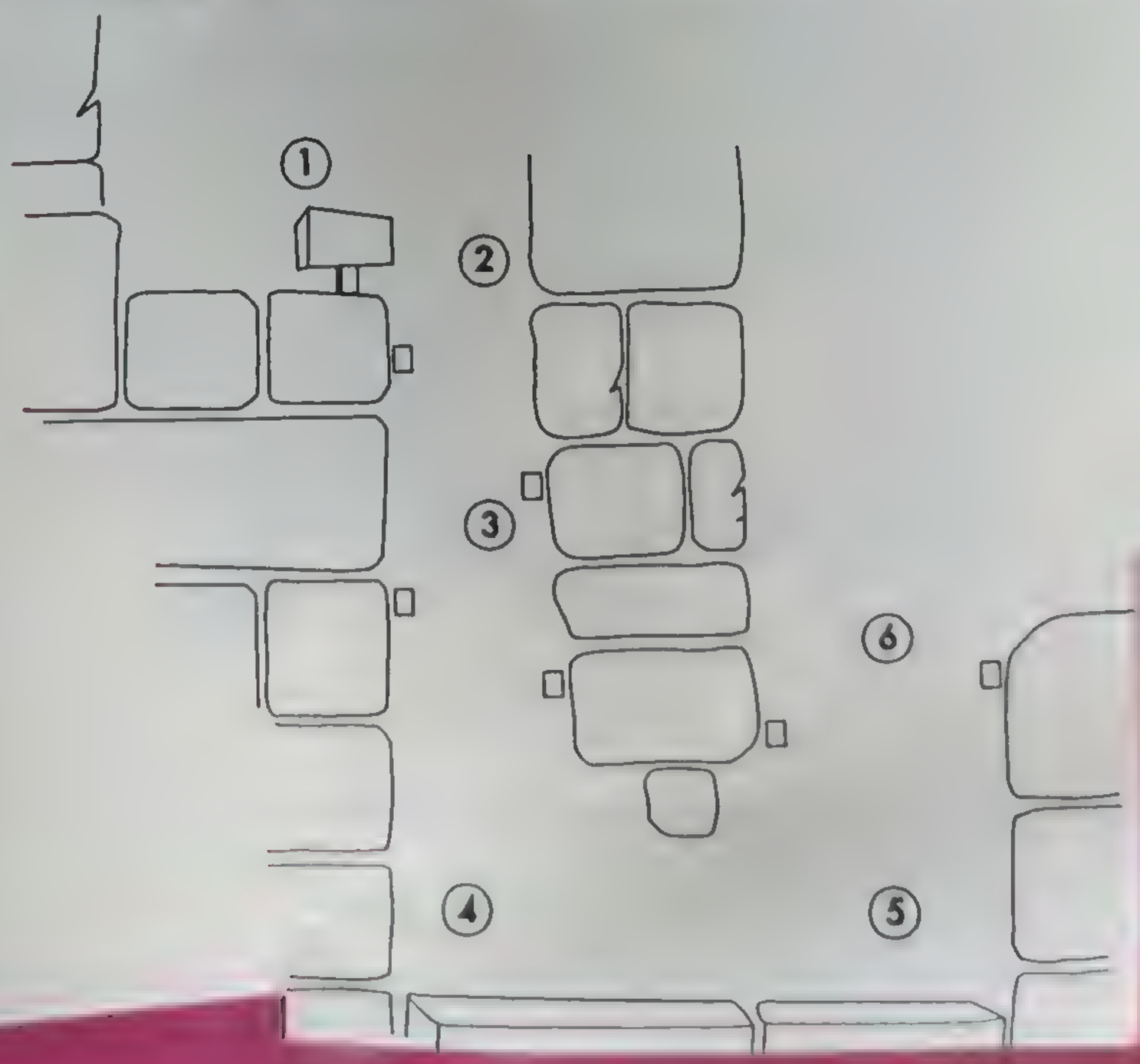
2) Start the dive by pressing the A Button.

3) Use the Control Pad to steer left and right.

4) Push the A Button and the Control Pad to fly horizontally.

5) Push the A Button again to fly upward.

6) Steer with the Control pad. Break out of dive by performing a new action.



pick-ups

RED/SILVER STAR
Refill star inventory by 1

BLUE/SILVER STAR
Refill star inventory by 5

GOLD STAR
Refill star inventory by 10

FOOD
Gain points

1-UP
Extra life

Z
Gain energy

COIN
100 coins for extra life

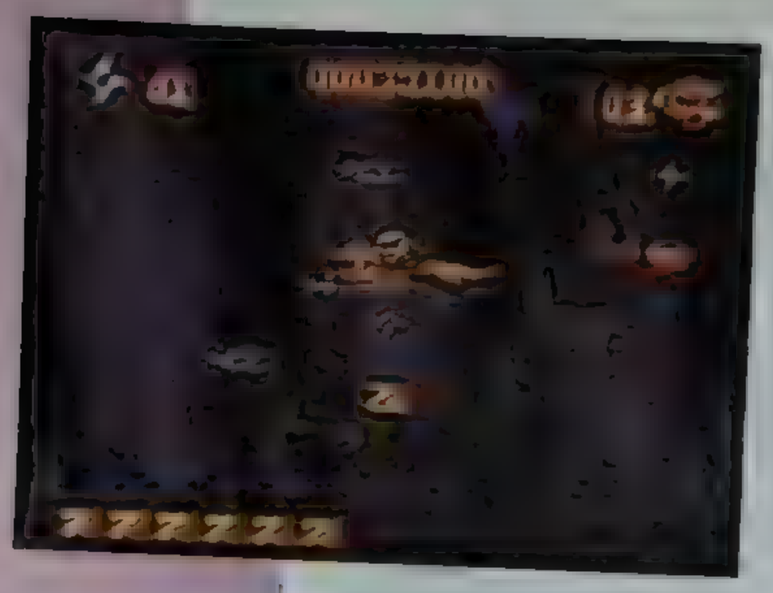
the scenes

THE BEACH

On the beach, Zero can bounce off of trees, use shovels as springboards and release hot air balloons to reach pick-ups.

THE CLIFFS

Here, Zero will use giant pods to soar upward and maneuver on slippery green slime. Keep out of the shooting range of snipers and practice dive techniques at the Super Dive Tests #1-3.



THE MOUNTAIN TUNNELS

Molten lava covers the floor of the ore-mining operation. Jump from bucket to bucket without getting caught in the ore-processor. In the wind tunnel, grab onto stalagtites and stalagmites, breaking off what you can to use against enemies.

THE RIVER RAPIDS

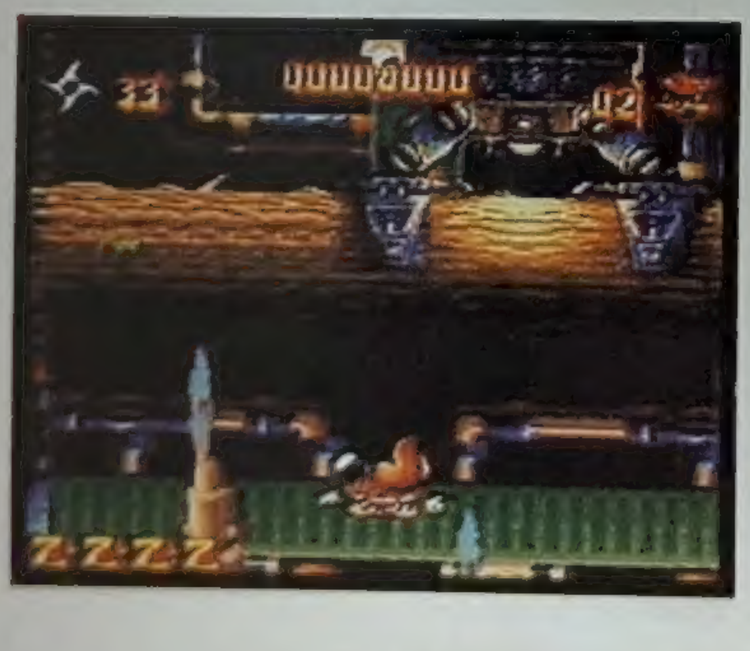
Zero tames the rapids with his jetski, going around whirlpools and rocks. Logs set up as ramps can be used to propel Zero and his vehicle onto spinning logs that hold enemies, knocking them down.

THE FOREST

Zero must maneuver the endangered forest, covered with chainsaw-carrying lumberjacks. Make their job difficult by cutting away bridges and landings with your nunchaku. Climb vines and run through tunnels cut in the trees to find the vicious wolverine — Quicksilver.

THE TOXIC WASTE POOL

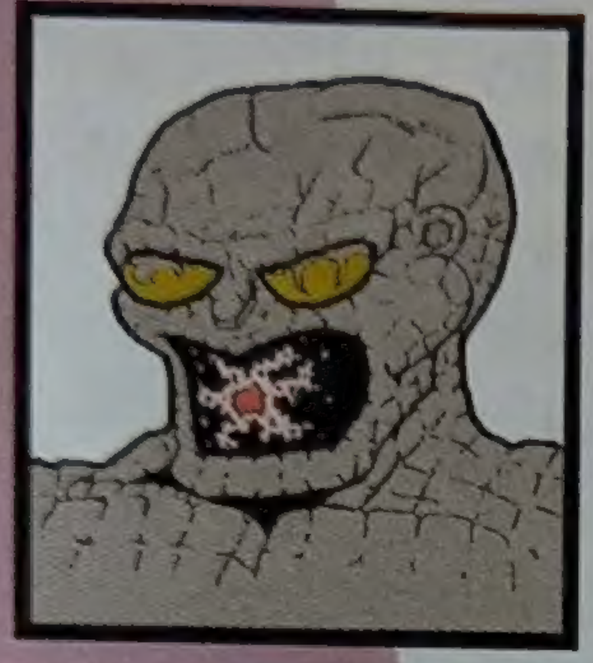
Even more dangerous than the rapids, there's no pulling yourself out once the toxic ooze makes contact. The only protection Zero has from the waste, barrels and enemies is his speed boat.



THE FACTORY

Finally, the paper factory. This is where many of the forest trees have gone; destroyed to print counterfeit money. Find LeSheets by avoiding giant saws and slicers. Defeat enemies in order to open door levers and proceed from room to room.

the villains



BOULDER MEN

QUICKSLIVER

SKREECH

JACQUES LESHEETS

FIREBUG

limited warranty

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